



UNIVERSITY OF
BIRMINGHAM

Team Project Group 27-22

Freebees

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1. Introduction

1.1. Problem Statement

Every year, thousands of students temporarily resided in the local neighborhood departing from the University of Birmingham must get rid of used items and furniture as they are not able to carry these items home. As a result, loads of used goods and furniture, along with other waste, were left on the street during summer. Local neighborhood Selly Oak, for instance, has been mocked as “Smelly Oak” as terrible smell evolved during July heats.^{1 2}

1.2. About team

We are Freebees, a group of Computer Science Students at the University of Birmingham.



Picture 1. Logo of the project.

As software engineers, we strive to provide software solutions that could address real world issue as outlined above. By producing a web app that aids the community to give used items a second life for free, we hope to achieve: (1) Reducing waste, (2) Promoting sustainability, and (3) Lessening cost-of-living.

1.3. Contribution to the community/university

1. UNESCO Sustainability goals
 - a. Sustainable cities and communities (Goal 11)
 - b. Responsible consumption and production (Goal 12)
 - c. Climate Action (Goal 13)
 - d. No poverty (Goal 1)
2. Engaged University / University-Community engagement

1.4. Deliverables

A web app that could address real world issue with the following components: interactive website (frontend), server, application logic and database (backend)

1.5. Future development

Further development into a mobile application is considered (out of scope)

¹ Haynes, J. (2019, July 4). 'Smelly Oak' shame as rubbish rots in streets as students head home for the summer. Birmingham Live. <https://www.birminghammail.co.uk/news/midlands-news/smelly-oak-shame-student-summer-16532137>

² Tyler, J. (2021, July 3). 100 TONS of waste collected as students head home for summer - and the rubbish 'keeps on coming'. Birmingham Live. <https://www.birminghammail.co.uk/news/midlands-news/100-tons-waste-collected-students-20963660>

2. Ranking

2.1. Criteria

As a team, we decided on the following criterias to rank the S1 submission:

Mockups:

- Link to concept (How well the feature links to the app's concept)
- Innovation of feature mocked up (How innovative the mockups compared to what already exists on the market)
- Aesthetics of the mockup (How good does the mockup look)

Personas:

- Believe-ability of personas (How real is the data used to design the persona)
- Usefulness and Relevance of personas (How well does the persona represent users of our platform)
- Details of the personas (How detailed the breakdown of personas are, does it include a Bio, the main pains and motivations...)

Kanban feature cards:

- Details level in Kanban cards (Could anyone in the team start working on the given Kanban card)
- Reference in Kanban cards (How referenced is the kanban card, Does it mention the feature)

Git commits:

- Clarity of commit message and proof of commit to correct repo

2.2. Ranking of submissions 1

Rank	Name	Criteria & Feedback
1st	Hugo Biais	Mockups: The charity feature is an essential part of our platform. The mockup is innovative and shows a special interface for charity members as well as a charity page to create the link between charity members and regular members. The mockup is simple, concise, and well-designed. Persona: Interviewed someone to create his persona and got real detailed data. The persona represents the student item receiver, a key user of the platform. Kanban card: Card well designed, without many details but understandable by anyone in the team. Git commit: Clear and concise commit message and correct proof of commit.
2nd	Daniel Dubrov	Mockups: The chat feature plays a key role in the relation between users of the platform. Mockup is well-documented and

		<p>realistic, as well as aesthetically pleasing (hand-drawn version and figma version). Resembles what a well-engineered chat feature would look like.</p> <p>Persona: The persona data is very believable, detailed and represents a relevant user of the platform: The low income multi-chile mother.</p> <p>Kanban card: Card well designed, good link to the designed mockup, well assigned. Excellent to have added tasks.</p> <p>Git commit: Clear and concise commit message and correct proof of commit.</p>
3rd	Man Cheung	<p>Mockups: The item listing feature shows the user what item he/she has posted and recommends users who are interested in these items. Mockup is very realistic and detailed, resembling what one might find on an e-commerce website.</p> <p>Persona: Believable and detailed mockup that helps us imagine the situation an international student might be in and why he would use our platform.</p> <p>Kanban card: 2 detailed Kanban cards with different status (shows understanding of features of a Kanban board). Design linked inside cards, facilitate link with the mockup.</p> <p>Git commit: Clear and concise commit message. Correct proof of commit.</p>
4th	Cheuk Yu Lam	<p>Mockups: "Publish item" is the most important feature of our platform. Well-designed mockup with pop-up window and icons that make it look very realistic. The top navigation bar also demonstrates the will to have consistency in the mockup,</p> <p>Persona: Detailed and believable persona that doesn't conflict with others and shows a new kind of user: The mother who's moving house and wants to get rid of items.</p> <p>Kanban card: Great kanban card, shows details and sections for the cards. No design inside the card.</p> <p>Git commit: Clear and concise commit message. Correct proof of commit.</p>
5th	Mohammed Bu Khamsin	<p>Mockups: "Search" plays a key role in how users will be able to find new items, with both a grid view, a map view and filters, showing the resemblance with Google Maps. The mockup is consistent, aesthetically pleasing. There are just a few design problems with buttons.</p> <p>Persona: An item receiver with a new precise motivation: "Wanting to refurbish their house". It's detailed, coherent with the template, realistic.</p> <p>Kanban card: Good card, might need more details concerning the feature and also need to be assigned to the right person.</p> <p>Git commit: Clear and concise commit message. Correct proof of commit.</p>

6th	Yihong Diao	<p>Mockups: “The issue history” feature is a good idea but not documented well enough and it’s not entirely clear where this functionality would be accessed from. The mockup is aesthetically pleasing and clear. The rate feature only shows the design where it would have been better to have it implemented in the User Interface.</p> <p>Persona: Interesting persona. Might not represent a large group of users though. The template is respected, and the data is believable and well documented.</p> <p>Kanban card: The Kanban card is detailed and correctly assigned.</p> <p>Git commit: Clear and concise commit message. Correct proof of commit.</p>
7th	Yumo Deng	<p>Mockups: No description given with the mockup, hard for team members to understand. The “Setting” feature is essential to the platform, but it needs more details. However, It is aesthetically well-designed.</p> <p>Persona: Template isn’t respected like the others. The bio isn’t clear and needs clarification. This persona seems too generic and not realistic.</p> <p>Kanban card: Design is uploaded to kanban card, with additional details. The name given to the kanban card might be a bit too “broad”.</p> <p>Git commit: We don’t see the commit screenshot on the gitlab UI. The commit message (read from the terminal) is well formatted.</p>

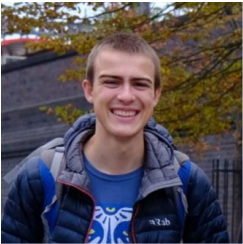



3. Concept

3.1. Concept description

Freebees is a web application and a handy platform for locals to give away and take second items for free with aims to minimize waste and promote sustainable living. During the cost-of-living crisis, the app should also be able to help people to save money. The following personas and mockups depict potential users of the app and provides a look-and-feel of the application itself.







3.2. Personas

3.2.1. Local student welcoming free items on a managed platform

	<p><i>"I always see furnitures and all kind of objects in the street of Selly Oak. It breaks my heart to know that those items are going to the trash when I'm certain someone would be interested in taking them if they were being displayed a bit better."</i></p>	<h3>Goals</h3> <ul style="list-style-type: none">• Get items for free• Prevent waste• Get new furnitures for his house if he needs to• Look for specific furnitures or items and not just take what's there• Have unique and original house items	<h3>Pains</h3> <ul style="list-style-type: none">• Doesn't want to go in the street and bring back what he found there• Doesn't have money to buy new items or furnitures• Doesn't want to have mainstream Ikea furnitures in his house• Has to look on website like Gumtree and spend hours finding free items (where sellers set their item price to £0 as a lie to attract customers).	Current ways of looking for second hand items   
<h3>George Rookledge</h3> <p>The second hand gem finder</p> <p>Age/Identifying Gender: 20/Male Location: Birmingham, UK Occupation: Student Family Status: Single/No Kids</p>	<h3>Bio</h3> <p>George is a 2nd year Philosophy student studying at the University of Birmingham. He grew up in a small village in the West midlands, quite isolated from all the activities he now enjoys taking part in. Birmingham. He currently lives in Selly Oak in a house of 7 where him and his flatmates like hosting weekly parties. However, he knows that hosting parties at is house can lead to furniture being broken/damaged. On the other hand, he can't afford paying for a new table or a new sofa, especially when he's moving houses next year.</p>	<h3>Motivations</h3> <p>(Looking for second hand items)</p> <p>Read Reviews/Testimonials: 100%</p> <p>See What's Popular: 100%</p> <p>Get the Best Goods: 100%</p> <p>Check Used Condition: 100%</p> <p>Check Brand Reputation/Recognition: 100%</p>	<h3>Devices</h3> <p>(% of Use When looking for second hand items)</p> <p>iPhone: 80% Majority of his research is done on his phone whenever he has time.</p> <p>Macbook: 20% Rarely does in-depth research on her laptop</p>	

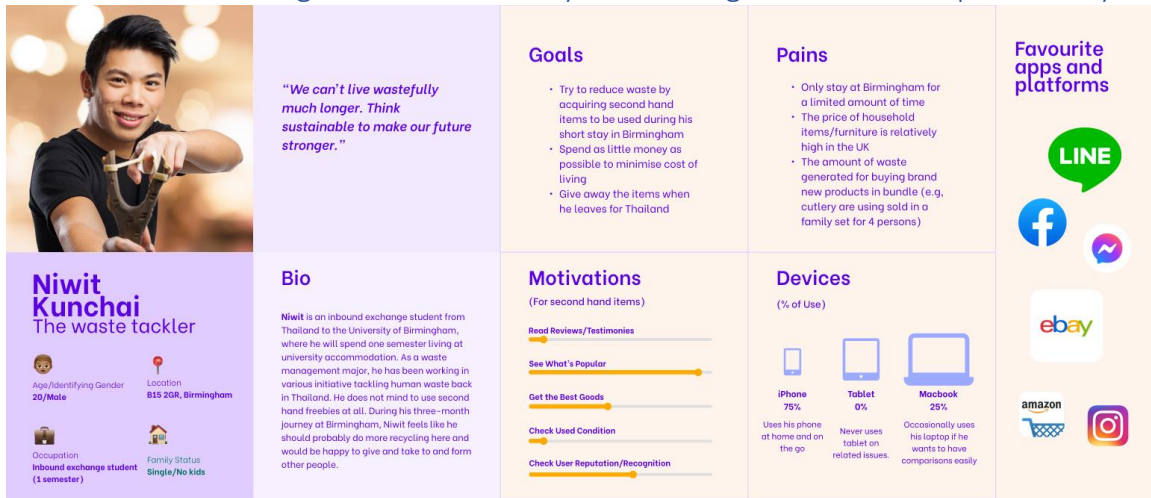
Picture 3.2.1. Persona with description.

3.2.2. Working mother with potential *language barrier* [accessibility tag]

	<p><i>"I have been planning to refurbish my house for a while now, but my house is full of old furniture that I wouldn't like to throw away to avoid wasting it. Other people could benefit from it, but it is hard to find people who needs them."</i></p>	<h3>Goals</h3> <ul style="list-style-type: none">• Gives away old furniture• Spending as minimum amount of time to find people who would benefit from her furniture.• Get reassurance in her decision to give away her furniture after chatting with the people who request it and looking at their reviews.	<h3>Pains</h3> <ul style="list-style-type: none">• There is no app that can easily connect you to people with specific needs• Doesn't have much time to spend on searching for people.• There is no app that supports Arabic for her to communicate with the people in the community who don't know English.	Favorite Apps or Platforms.     
<h3>Isra AlMahmood</h3> <p>The resourceful refurbishing lady.</p> <p>Age/Identifying Gender: 29/Female Location: Alahsa, Saudi Arabia Occupation: Chemical Engineer Family Status: Married/1 kid</p>	<h3>Bio</h3> <p>Isra is a graduates from the University of Birmingham who moved back to Saudi Arabia after she finished her studies. She has been living in the same apartment for 5 years and she has decided that she want to refurbish it. Being a resourceful and charitable lady, she tries to give away her furniture to the people who needs, but it is difficult for her to manage that with her job and family time.</p>	<h3>Motivations</h3> <p>(Looking for Benefitters)</p> <p>Read Reviews/Testimonials: 100%</p> <p>See What's Popular: 100%</p> <p>Get the Best Goods: 100%</p> <p>Check Used Condition: 100%</p> <p>Check Brand Reputation/Recognition: 100%</p>	<h3>Devices</h3> <p>(% of Use When Researching for benefitters)</p> <p>iPhone: 65% Because of convenience, the majority of her research is on the phone whenever she find the time</p> <p>Tablet: 35% When at home, she prefers using the tablet.</p> <p>Macbook: 10% Rarely does in-depth research on her laptop</p>	

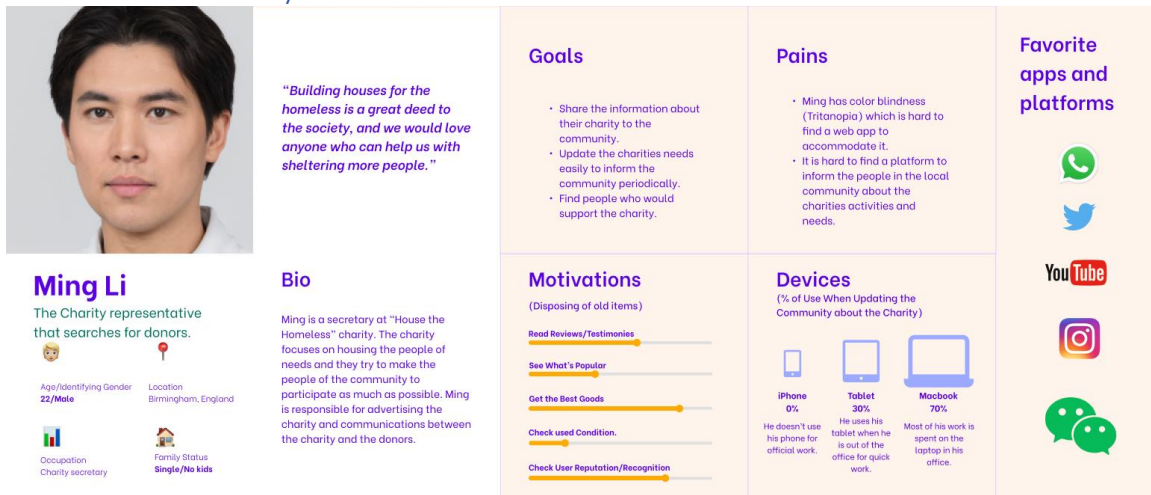
Picture 3.2.2. Persona with description.

3.2.3. Exchange student who stays at Birmingham for a brief period only






















Picture 3.2.3. Persona with description.

3.2.4. Charity Administrator





















Picture 3.2.4. Persona with description.

3.2.5. Aging Collector with *disability* [accessibility tag]

	<p><i>"It's a pity to see people throw clocks and watches directly into the trash can. They can be reused after some repairs."</i></p>	<h4>Goals</h4> <ul style="list-style-type: none"> Collect clocks and watches that people do not want. Let people who live around him to know that he is collecting old clocks and watches. Get immediate notification, once someone giving away a clock or watch. 	<h4>Pains</h4> <ul style="list-style-type: none"> Few people know that he has a hobby of collecting clocks and watches. There is less time to actively collect clocks and watches. It's not convenient to travel because of old age. 	<h4>Favourite apps or platforms</h4>      
<h3>Leigh Morgan</h3> <p>The Aged clock collector</p> <div> <div>  <p>Age/Identifying Gender 67/Male</p> </div> <div>  <p>Location Norwich, UK</p> </div> </div> <div> <div>  <p>Occupation Grocery Store Owner</p> </div> <div>  <p>Family Status Married/One Kid</p> </div> </div>	<h4>Bio</h4> <p>Leigh Morgan is a grocery store owner. He has a unique hobby of collecting old clocks or watches, repairing them and collecting them. However, due to his old age and the pathological changes in his legs, he can no longer wander around and collect as he did today. He has been looking for people who want to get rid of clocks which are broken or inconvenient to take with for a long time, so that Morgan can expand his collection.</p>	<h4>Motivations</h4> <p>(Looking for second hand items)</p> <p>Read Reviews/Testimonials </p> <p>See What's Popular </p> <p>Get the Best Goods </p> <p>Check Used Condition </p> <p>Check Brand Reputation/Recognition </p>	<h4>Devices</h4> <p>(% of Use When Collect Items)</p> <div> <div>  <p>iPhone 10%</p> <p>He rarely searches for collectibles on his phone.</p> </div> <div>  <p>Tablet 35%</p> <p>Some times he use the tablet</p> </div> <div>  <p>Macbook 55%</p> <p>Macbook is his major device for social platform, working and collection</p> </div> </div>	










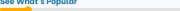






Picture 3.2.5. Persona with description.

3.2.6. Working mother with a relatively low-income background and *dyslexia* [accessibility tag]

	<p><i>"I like to search for used clothes and home decors, to give them second life, repair or sell in further. It is difficult to found good platform where will be everything online and with easy access "</i></p>	<h4>Goals</h4> <ul style="list-style-type: none"> Buy new or used goods for a low price or for free. Lower the times she would shop in a traditional shop. Make decisions based on financial opportunity due to the crisis. 	<h4>Pains</h4> <ul style="list-style-type: none"> Spent a lot of time to find good things. High risk to not believe a seller. Fake information on items description that require much time to get information of item. Has dyslexia and tries to find websites that accommodate for it. 	<h4>Brand Affiliations</h4>     
<h3>Katrin Wolfroth</h3> <p>Multi-child mother, like to find interesting stuff for low prices.</p> <div> <div>  <p>Age/Identifying Gender 42/Female</p> </div> <div>  <p>Location Birmingham, UK</p> </div> </div> <div> <div>  <p>Occupation Shop assistant</p> </div> <div>  <p>Family Status Married/3 children</p> </div> </div>	<h4>Bio</h4> <p>Katrin works as a shop assistant for a clothing company. She has always lived in Birmingham and was interested to make her home better and comfortable to feel relaxed after a long work day. She was affected by the crisis of living in UK and have 3 children that are studying at school. She loves to found good stuff for her home on sale or for free to give them a second life and help the environment. She thinks that spending money for new things is useless and expensive waste of money due to the global economic crisis. Katrin says that health and what people eat is more important in a capitalistic country, it is why she prefers not to spent money on new stuff.</p>	<h4>Motivations</h4> <p>(For making home better)</p> <p>Read Reviews/Testimonials </p> <p>See what's popular. </p> <p>Get the best goods. </p> <p>Check used condition. </p> <p>Check Reputation/Recognition of the giver. </p>	<h4>Devices</h4> <p>(% of Use When Researching Skincare)</p> <div> <div>  <p>iPhone 20%</p> <p>Due to her dyslexia, she has a hard time reading with her phone.</p> </div> <div>  <p>Tablet 30%</p> <p>A better option for her when she is out from home.</p> </div> <div>  <p>Macbook 50%</p> <p>Her preferred way to search when she is home.</p> </div> </div>	

Picture 3.2.6. Persona with description.

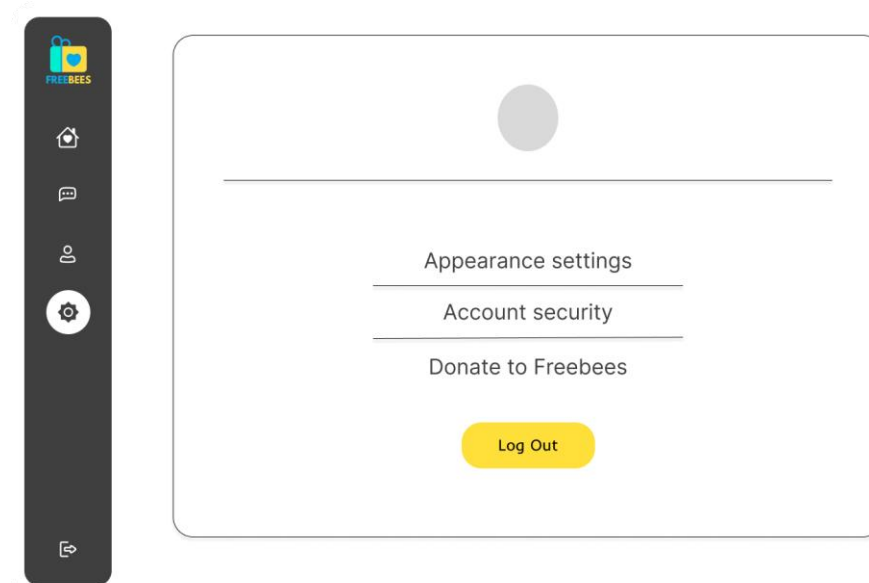
3.2.7. Working mother who will move out soon

	<p><i>"I want to give all the furniture and those books that we no longer need to people who need them, so they can make use of them like we did."</i></p>	<h4>Goals</h4> <ul style="list-style-type: none"> • Get rid of all the huge furnitures at their old house • Have all the furniture collected near their house, so she will not need to travel • Find all the receiver as soon as possible to make sure every thing is sorted • Have an application that is easy to use for her 	<h4>Pains</h4> <ul style="list-style-type: none"> • Hard to follow complex functionalities on an application • Hard to find anyone who will want huge amount of books • Cannot read small words on the phone • Wasting money and time to see if people will really come to her house and collect the items 	<h4>Favourite Apps or Platforms</h4>   
<h4>Fong Lee</h4> <p>The hard-to decide on goods and fast-paced buyer</p> <div> <div>  <p>Age/Identifying Gender 50/Female</p> </div> <div>  <p>Location Birmingham, UK</p> </div> </div> <div> <div>  <p>Occupation Accountant</p> </div> <div>  <p>Family Status Married/Two Kids</p> </div> </div>	<h4>Bio</h4> <p>Fong's family is moving soon, so she wants to get rid of the huge amount of books and exercises that her kids used to do at home. Besides, she want to let people take away the huge furnitures, for example, sofas and refrigerator, to reduce the expense of moving them to the new house and resulting with broken furnitures.</p> <p>So, she wants an application that is easy to use and is eager to find people that will need her items as soon as possible.</p>	<h4>Motivations</h4> <p>(For Second Hand Items)</p> <p>Read Reviews/Testimonials </p> <p>See What's Popular </p> <p>Get the Best Goods </p> <p>Check Used Condition </p> <p>Check User Reputation/Recognition </p>	<h4>Devices</h4> <p>(% of Use When Getting Rid of Items)</p> <div> <div>  <p>Andrio 20%</p> <p>Uses her phone when she feels too lazy to open her laptop</p> </div> <div>  <p>Tablet 0%</p> <p>Never uses tablet</p> </div> <div>  <p>Asus Laptop 80%</p> <p>Likes using laptop to see the website clearer with bigger font</p> </div> </div>	

Picture 3.2.7. Persona with description.

3.3. Mockups

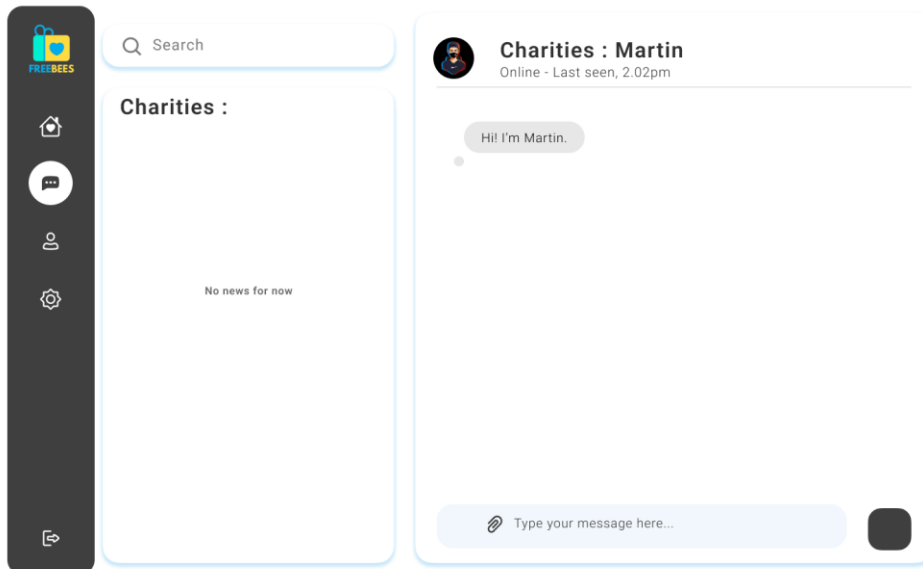
3.3.1. Charity User View



Picture 3.3.1. Settings view for charity user.

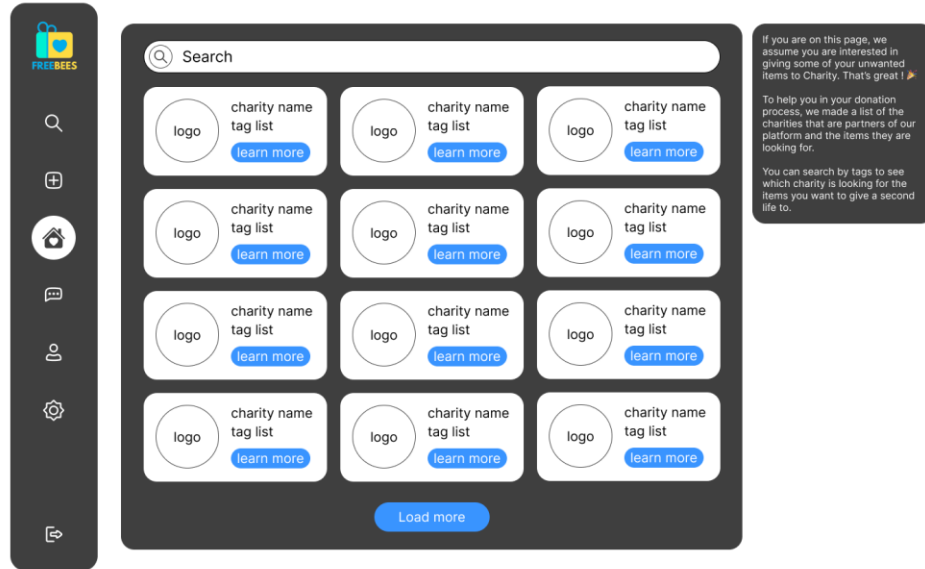


Picture 3.3.2. Profile view for charity user.

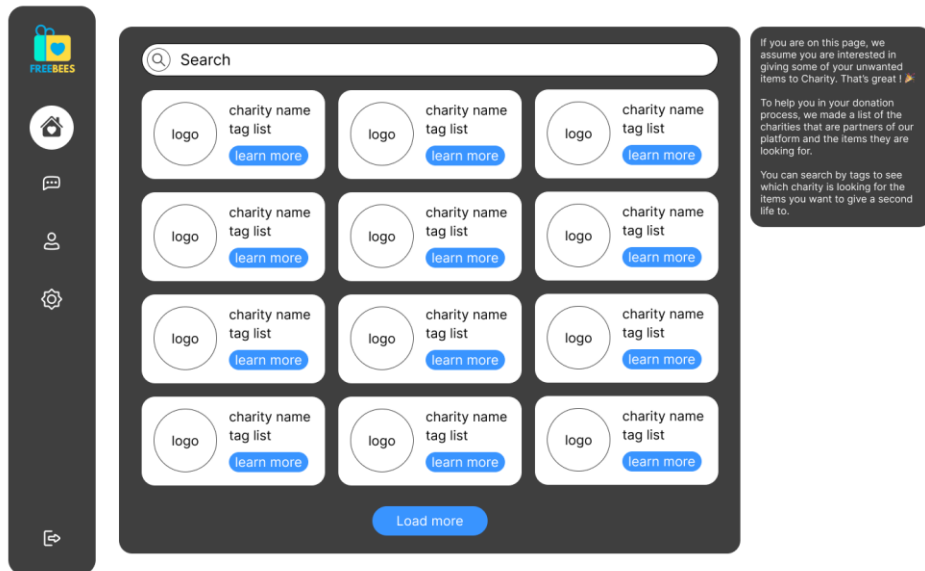


Picture 3.3.3. Chat view for charity user.

3.3.2. Charity Page (as viewed by non-charity user)

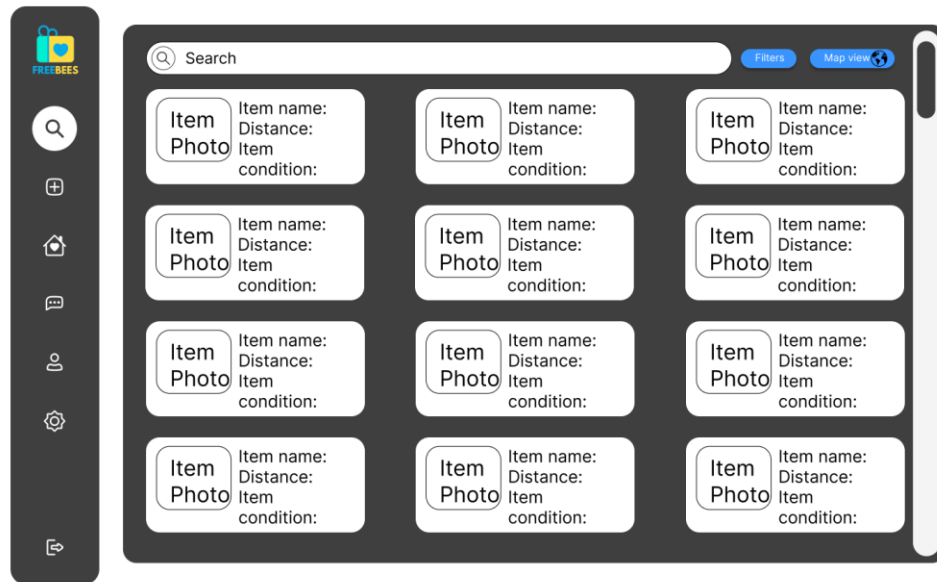


Picture 3.3.4. General charity page view for users.

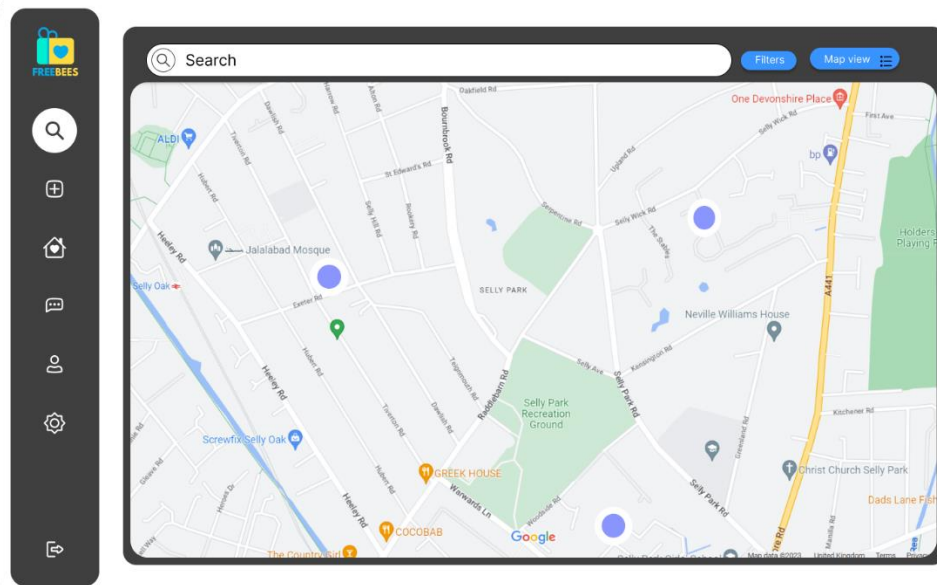


Picture 3.3.5. General charity page view for charity users.

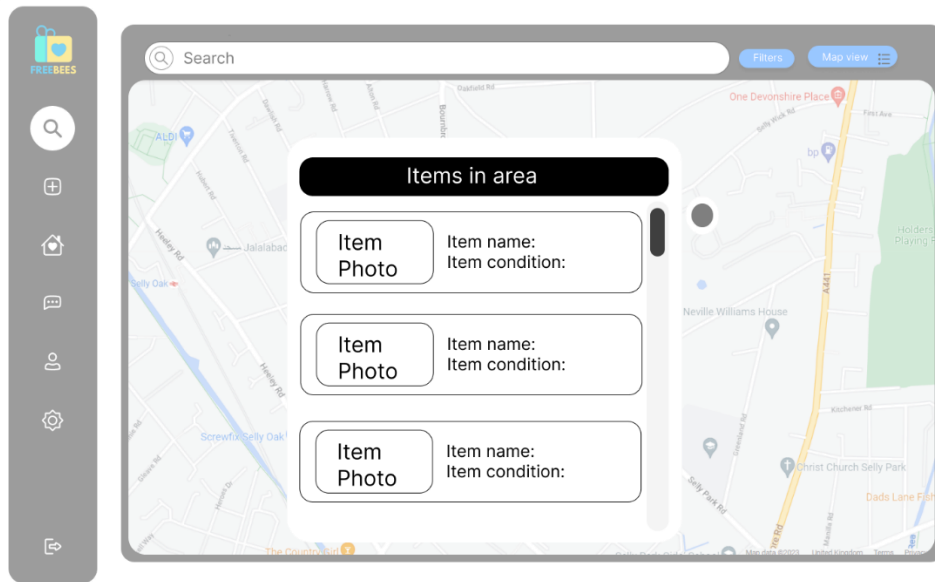
3.3.3. Search



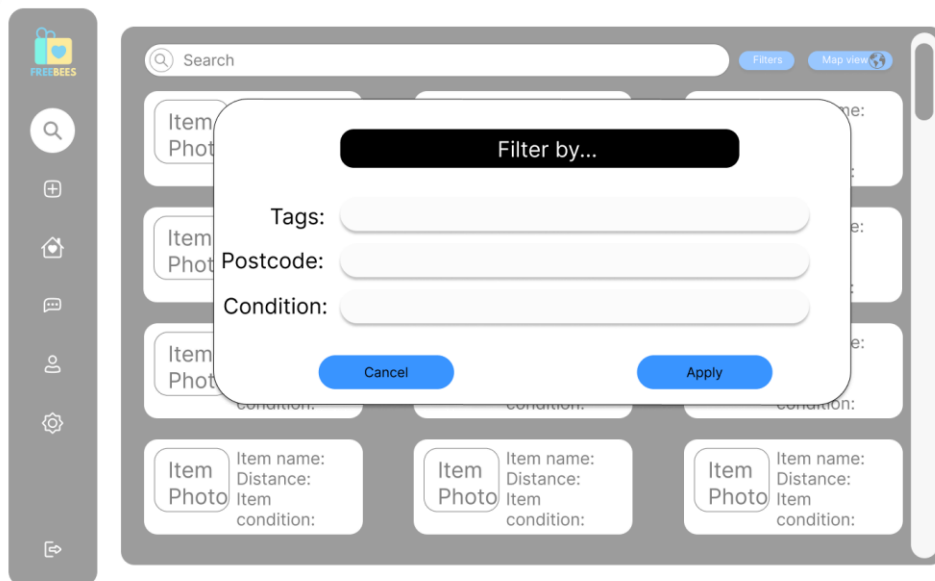
Picture 3.3.6. Search functionality concept.



Picture 3.3.7. Map view search functionality concept.



Picture 3.3.8. Map item list pop-up window view.



Picture 3.3.9. Filter pop-up functionality view.

3.3.4. Publish Item

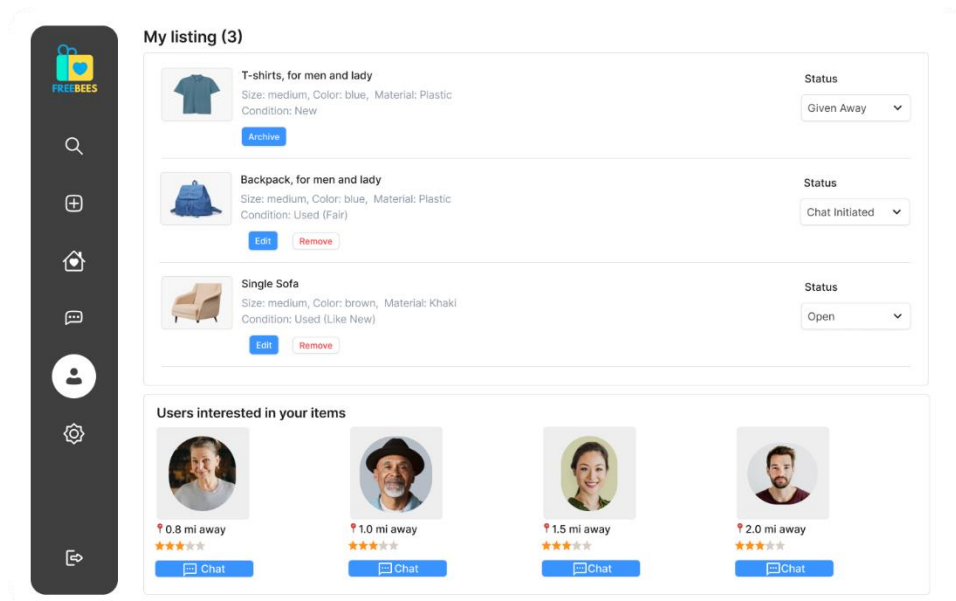
The screenshot shows the 'Publish Item' window in the FREEBEEES app. On the left is a dark vertical sidebar with icons for search, add, home, messages, profile, settings, and a share icon. The main content area has a 'FREEBEEES' logo at the top left. Below it is an 'Upload Photos' section with a large square button containing an upload icon. To the right of this are four form fields: 'Condition' (a dropdown menu with 'Info' selected), 'Category' (a text input with 'info'), 'Tags' (a text input with 'info'), and 'Location' (a text input with 'info'). Below the 'Upload Photos' button are two text input fields for 'Title' and 'Description'. At the bottom right are two blue buttons: 'Cancel' and 'Publish Item'.

Picture 3.2.10. Items publish window view.

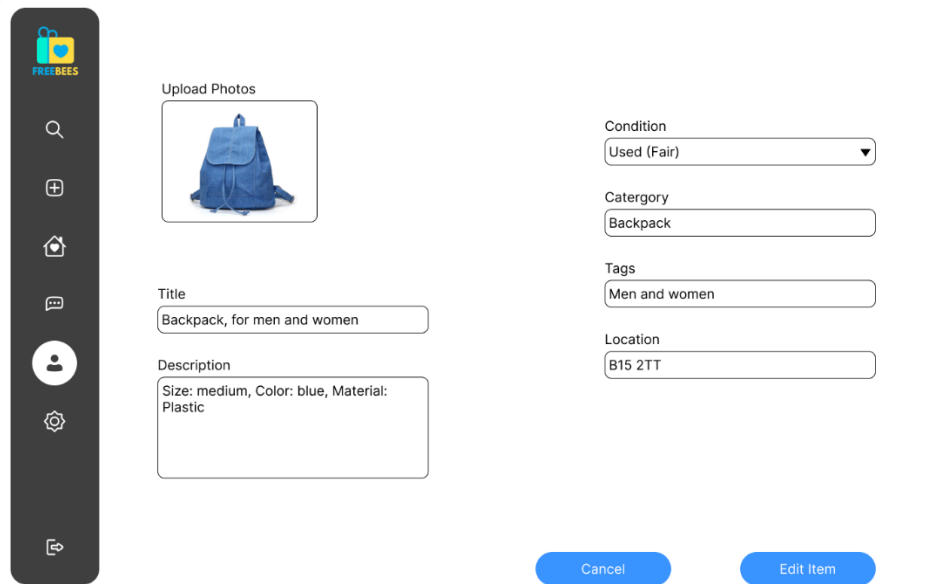
The screenshot shows the 'Item upload pop-up window' overlaid on the 'Publish Item' form. The pop-up window has a black header with the text 'Upload New Item'. Inside the pop-up is a large square button with an upload icon and the text 'Drag Photos Here' below it. At the bottom of the pop-up are two blue buttons: 'Cancel' and 'Publish Item'. The background form from the previous screenshot is visible but dimmed.

Picture 3.2.11. Item upload pop-up window.

3.3.5. Item Management

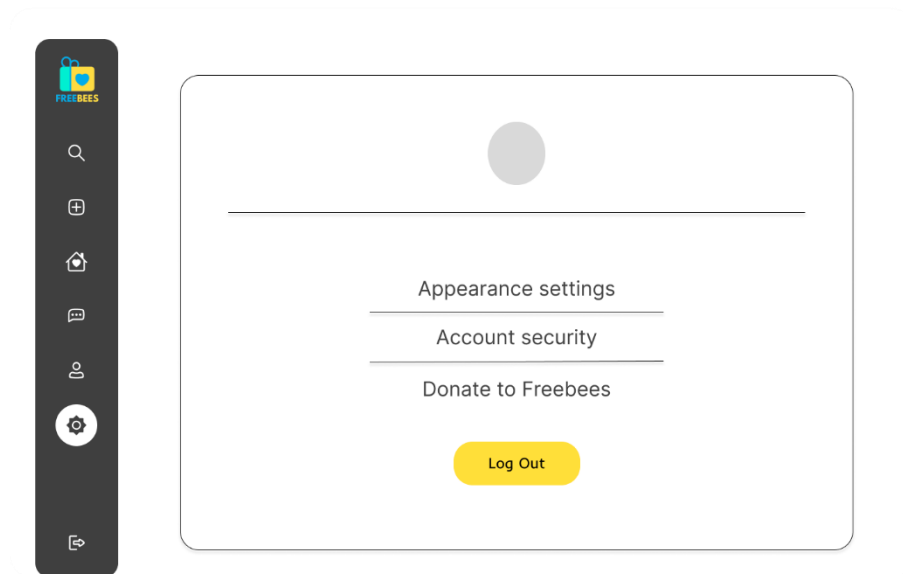


Picture 3.3.12. Item management view concept.

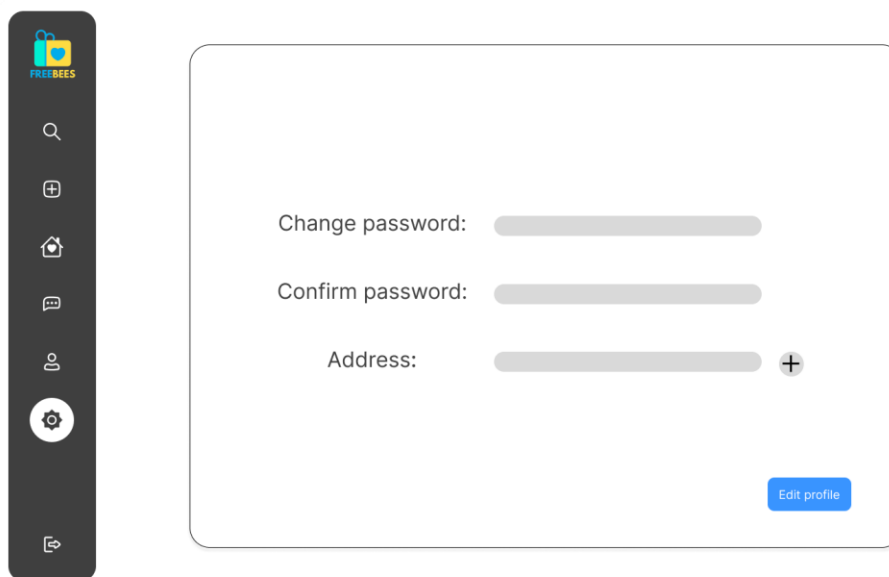


Picture 3.3.13. Item editing window concept.

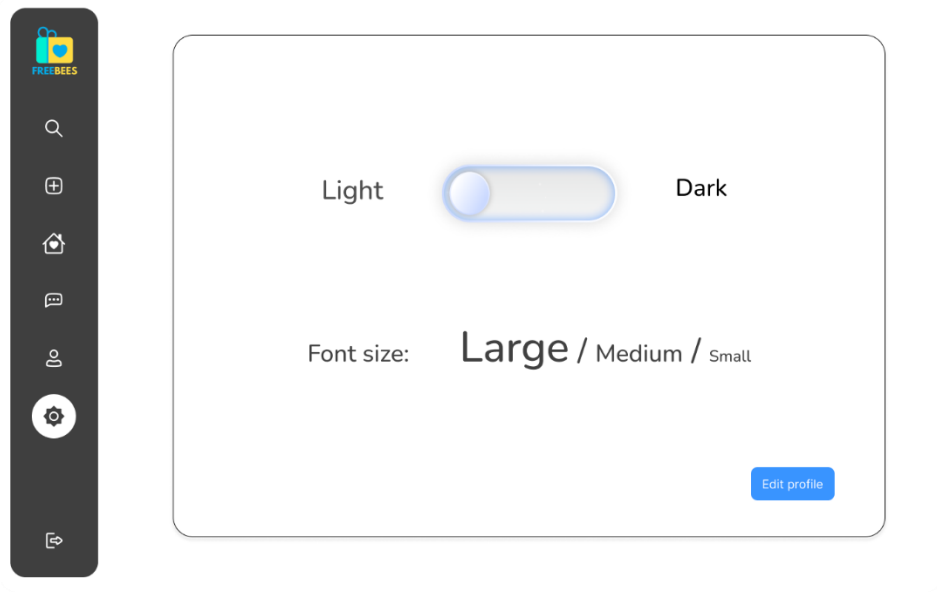
3.3.6. Settings and User Profile



Picture 3.3.14. Settings view.

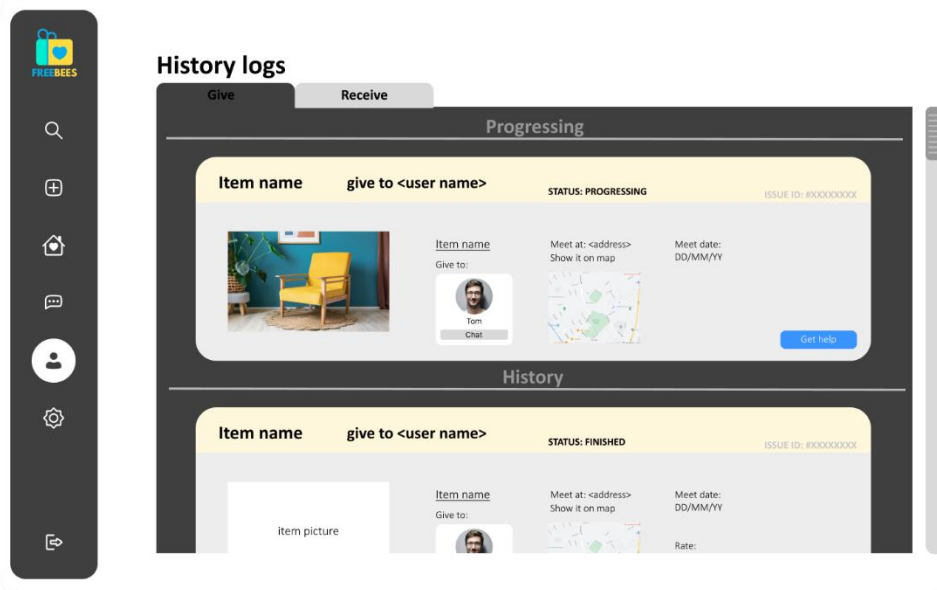


Picture 3.3.15. Security settings view.

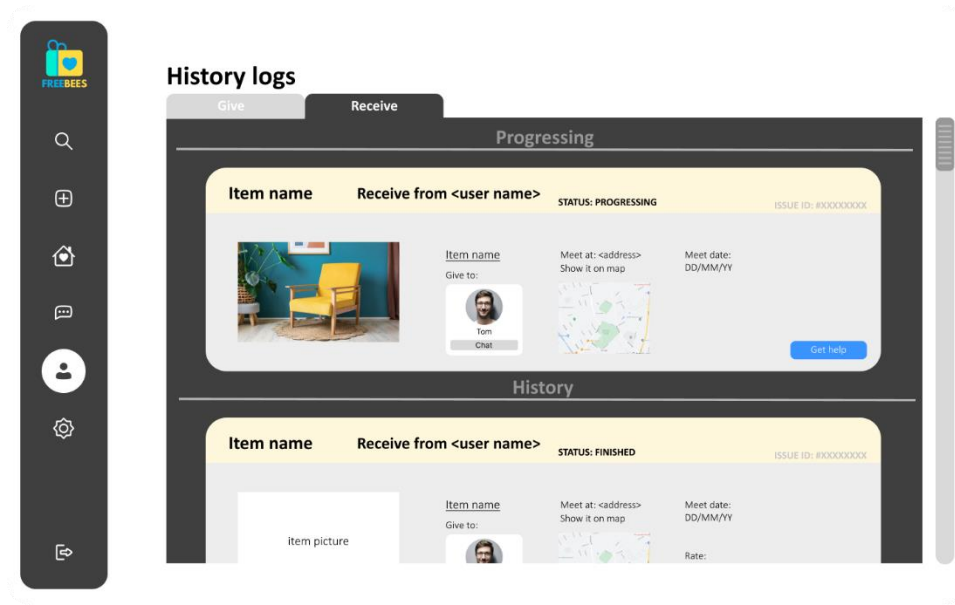


Picture 3.3.16. Appearance settings view.

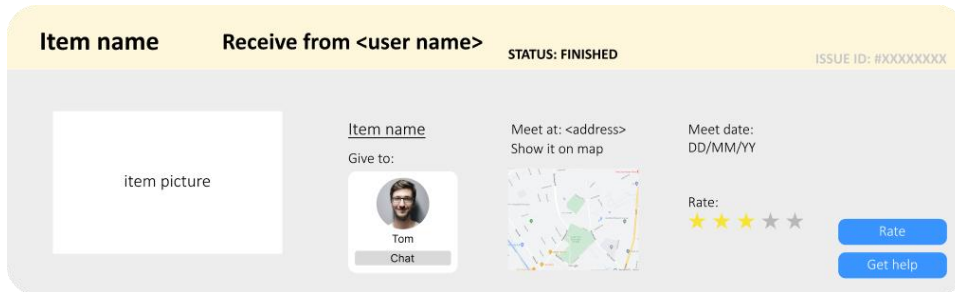
3.3.7. User History Log



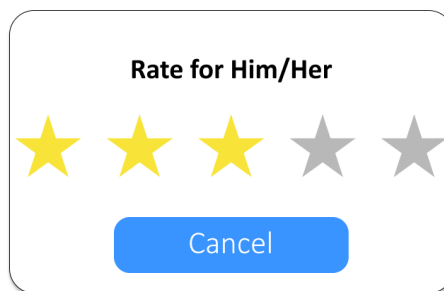
Picture 3.3.17. History logs Give page view.



Picture 3.3.18. History logs Receive page view.

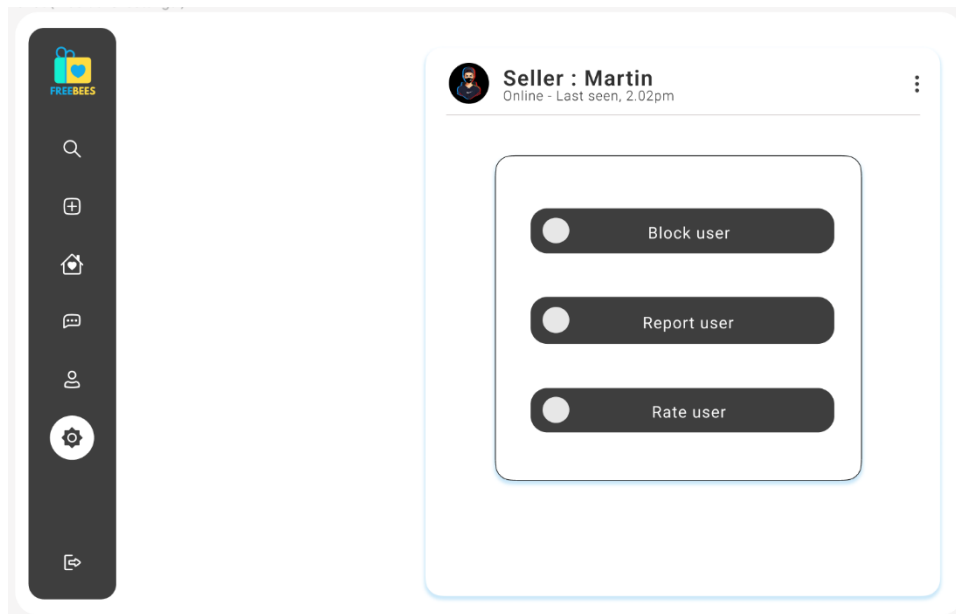


Picture 3.3.19. Single History log item view.

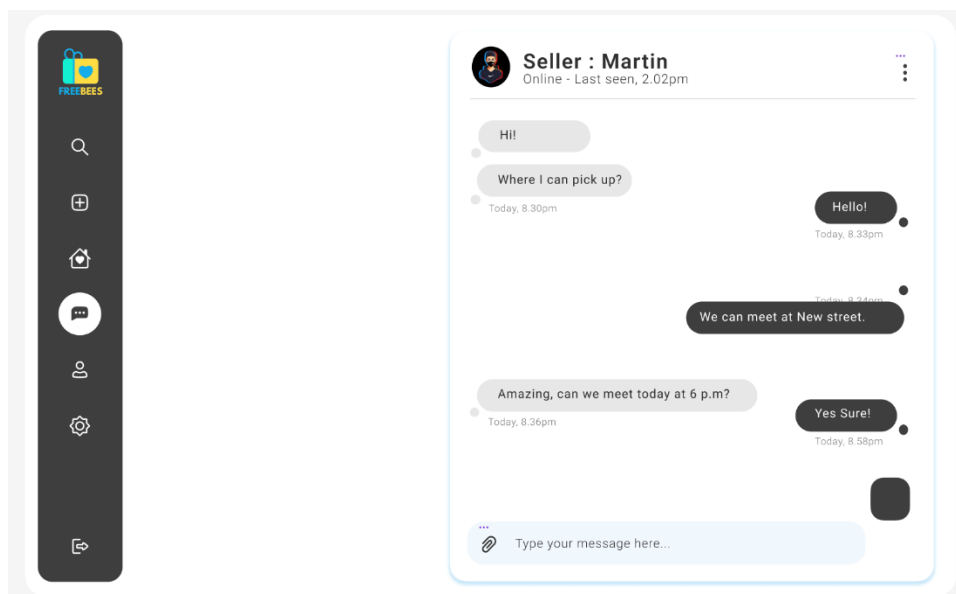


Picture 3.3.20. Rate user pop-up window view.

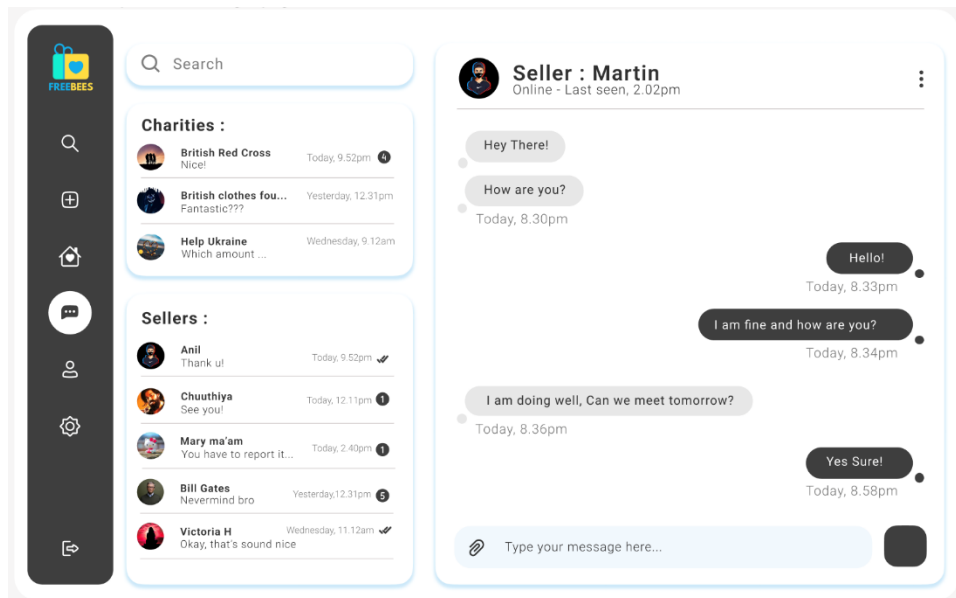
3.3.8. Chat



Picture 3.3.21. Chat additional settings in pop-up window.

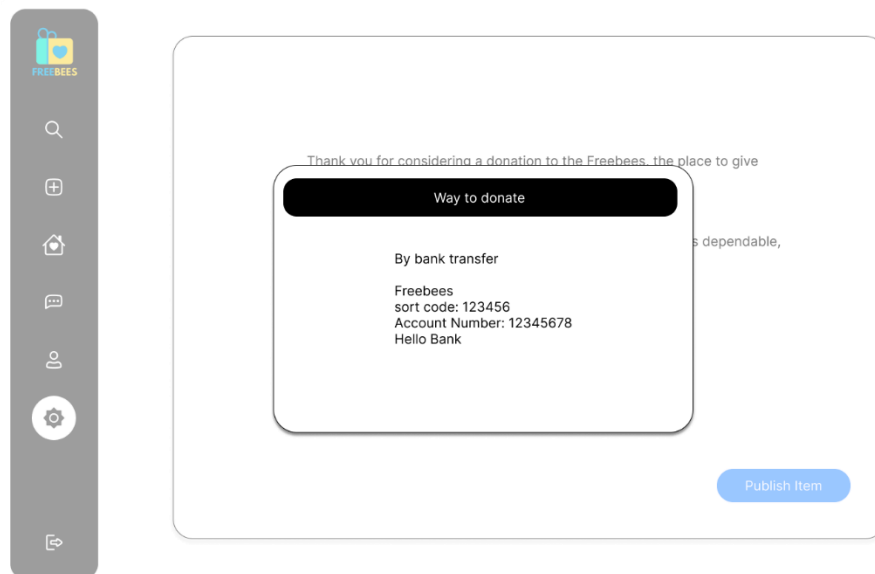


Picture 3.2.22. Chat pop-up window concept.

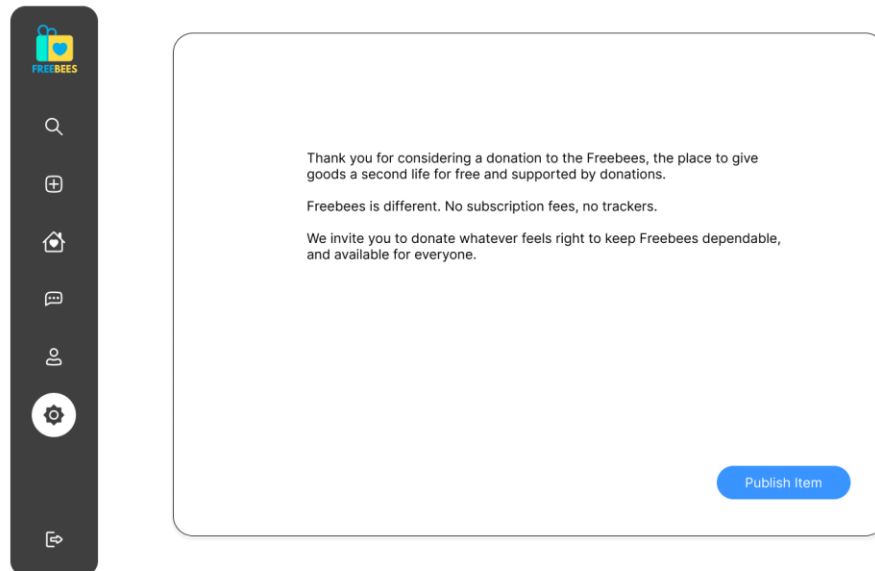


Picture 3.2.23. General chat view.

3.3.9. Donation



Picture 3.2.24. Donation window view.



Picture 3.2.25. Donation success window.

4. CI pipeline setup

Team Projects 2022-23 > team27-22 > Pipelines > #1849

passed Pipeline #1849 triggered 39 minutes ago by Cheuk Yu Lam

Update maven-package on .gitlab-ci.yml file

11 jobs for main in 6 minutes and 57 seconds (queued for 1 second)

latest

c11554d6

No related merge requests found.

Pipeline Needs Jobs 11 Tests 0

check	build	package	publish	deploy
nohttp	maven-compile	maven-package	publish-docker	deploy-git

Picture 4.1 Gitlab pipeline setup.

```
67 #uncomment this once the $RSA $VM_USER@$VM are set in the repo - Setting -> CI/CD -> variables
68 # $RSA should be a private key file, $VM_USER is the VM user name (e.g. root or ec2) and $VM is the IP address of the VM
69 #this assumes docker and SSH is installed on the $VM
70 deploy-git:
71   image: alpine:latest
72   stage: deploy
73   when: on_success
74   before_script:
75     - chmod og= $RSA
76     - apk update && apk add openssh-client
77     - ssh -o StrictHostKeyChecking=no -i $RSA $VM_USER@$VM "docker compose -f ~/team-project-deployment/src/main/docker/docker-compose.yml up -d"
78     - ssh -o StrictHostKeyChecking=no -i $RSA $VM_USER@$VM "docker rm -f $(docker ps -a -q) || true"
79     - ssh -o StrictHostKeyChecking=no -i $RSA $VM_USER@$VM "docker volume rm $(docker volume ls -q) || true"
80     - ssh -o StrictHostKeyChecking=no -i $RSA $VM_USER@$VM "rm -rf ~/team-project-deployment || true"
81     - ssh -o StrictHostKeyChecking=no -i $RSA $VM_USER@$VM "docker login -u $CI_REGISTRY_USER -p $CI_REGISTRY_PASSWORD $CI_REGISTRY"
82     - ssh -o StrictHostKeyChecking=no -i $RSA $VM_USER@$VM "docker pull ${CI_REGISTRY_IMAGE}:latest"
83   script:
84     - scp -o StrictHostKeyChecking=no -i $RSA -r . $VM_USER@$VM:~/team-project-deployment
85     - ssh -o StrictHostKeyChecking=no -i $RSA $VM_USER@$VM "sed -i 's|teamproject|$CI_IMG|' ~/team-project-deployment/src/main/docker/docker-compose.yml"
86     - ssh -o StrictHostKeyChecking=no -i $RSA $VM_USER@$VM "docker compose -f ~/team-project-deployment/src/main/docker/docker-compose.yml up -d"
87
88
```

Picture 4.2. Gitlab .yml file.

Access to .yml file : [gitlab-ci.yml](#) (UoB account required)

5. Meeting diary

Week 1: Meeting 1 (Team introductions)	
Date	3 Feb 2023 - 11:30-12:30
Venue	Study Place next to Avon Room
Attendees	All members
Agenda	<ul style="list-style-type: none"> • Introduce each other • Learn how experienced each of us are • Choose a communication platform • Choose a consistent time to hold our meetings
Discussions	<ul style="list-style-type: none"> • Each of us introduced themselves
Decisions made	<ul style="list-style-type: none"> • We choose Discord as our main communication platform and we made a server for the team • We choose Tuesdays from 6-8 PM for our weekly meetings

Week 1: Meeting 2 (Team Meeting)	
Date	7 Feb 2023 - 18:00 - 20:00
Venue	Library, Room number 223
Attendees	All members
Agenda	<ul style="list-style-type: none"> • Brainstorm ideas • Assess and critic ideas • Vote for the idea to develop
Discussions	<ul style="list-style-type: none"> • Tutor meeting time? • - On Thursday • - We wait for the TA response. • - DONE! Thursday 13:30 PM • Ideas • Mockups platform

	<ul style="list-style-type: none"> • Figma • Features (loosely): <ul style="list-style-type: none"> ○ Profile page ○ Add item / delete ○ Searches items ○ Exchange ○ Cha ○ Map viewer
Decisions made	<ul style="list-style-type: none"> • We voted to develop the “Exchange items platform” idea with 7/7 votes

Week 1: Meeting 3 (Tutor Meeting)	
Date	10 Feb 2023 - 11:40 - 12:00
Venue	CS building, Room 217
Attendees	All members
Agenda	<ul style="list-style-type: none"> • Ask about our idea • Ask about submission
Discussions	<ul style="list-style-type: none"> • We described our idea to the TA
Decisions made	<ul style="list-style-type: none"> • Idea approved by TA

Week 1: Meeting 4 (Online Meeting)	
Date	11 Feb 2023 - 14:20 - 16:00
Venue	Discord Voice Chat
Attendees	All members
Agenda	<ul style="list-style-type: none"> • Specify features • Assign features to members • Discuss personas • Assign personas

Discussions	<ul style="list-style-type: none"> • Aim of our app • Specification of how the features would work • Assigned the features between us
Decisions made	<ul style="list-style-type: none"> • Assignment: <ul style="list-style-type: none"> ○ item management: <ul style="list-style-type: none"> ▪ Adding page (Catrin) ▪ List management page (Manni) ○ Searching: (Hugo and Mohammed) <ul style="list-style-type: none"> ▪ receiver and giver and charity map ▪ view Chat (Daniel) ○ Settings (Yumo) <ul style="list-style-type: none"> ▪ Log out ▪ Appearance settings ▪ Personal profile ▪ Rating ○ Profiles system and history logs (Yihong) <p>Personas were discussed later for time restrictions</p>

Week 2: Meeting 5 (Spontaneous Meeting)	
Date	13 Feb 2023 - 13:00 - 15:15
Venue	Library Lounge
Attendees	All members
Agenda	<ul style="list-style-type: none"> • Discuss personas • Assign personas
Discussions	<ul style="list-style-type: none"> • Making 7 ideas for personas • Find a suitable template for personas • Clarity on the charity feature
Decisions made	<ul style="list-style-type: none"> • Each person assigned an idea for a persona

	<ul style="list-style-type: none"> • Adding a new account type, charities
--	--

Week 2: Meeting 6 (Tutor Meeting)	
Date	13 Feb 2023 15:30 - 16:00
Venue	CS building, Room 118
Attendees	All members
Agenda	<ul style="list-style-type: none"> • Ask if personas ideas are good for the submissions • Ask about mockups
Discussions	<ul style="list-style-type: none"> • We presented our personas ideas to the TA • We showed a drawn mockup to the TA to see if it is enough
Decisions made	<ul style="list-style-type: none"> • Personas ideas are good • Mockup is good

Week 2: Meeting 7 (Team Meeting)	
Date	14 Feb 2023 18:00-20:00
Venue	Library, Group Study Room 6
Attendees	All members
Agenda	<ul style="list-style-type: none"> • Discuss Mockups people worked on • Discuss personas people worked on • All members sign up in Git
Discussions	Mockup Search: <ul style="list-style-type: none"> • Item name

	<ul style="list-style-type: none"> • condition <p>Publish item:</p> <ul style="list-style-type: none"> • Put background behind pop up <p>Item list:</p> <ul style="list-style-type: none"> • “move to cart” -> “chat” • Recommendation -> who might be interested <p>Chat:</p> <ul style="list-style-type: none"> • Remove the price <p>Profile:</p> <ul style="list-style-type: none"> • History log: <ul style="list-style-type: none"> ○ No chat record, link to pass the item <p>Persona</p> <p>Brand Affiliation -> Favourite Apps or Platforms</p> <p>Motivations:</p> <ul style="list-style-type: none"> • Read Reviews/Testimonies • See What’s Popular • Get the Best Goods • Check Used Condition • Check Brand Reputation/ Recognition
Decisions made	<ul style="list-style-type: none"> • Everyone further works on their mockups to polish them • Everyone uses the personas template we choose • Everyone signed to Git before meeting has finished

Week 4: Meeting 9 (Tutor Meeting)	
Date	20 Feb 2023 - 15:30 - 16:00
Venue	CS building, Room 225
Attendees	All members
Agenda	<ul style="list-style-type: none"> • Showcase mockups to the TA • Showcase personas to the TA • Ask about CI/CD

Discussions	<ul style="list-style-type: none"> • All members explained their mockups to the TA • Asked about deleting/merging personas • TA mentioned we should start working on code
Decisions made	<ul style="list-style-type: none"> • Discuss personas in next team meeting • Discuss program infrastructure and implementation next team meeting

Week 4: Meeting 10 (Team Meeting)	
Date	21 Feb 2023 - 18:00 - 20:00
Venue	Library, Room 222
Attendees	All members
Agenda	<ul style="list-style-type: none"> • Finish ranking form • Decide on personas for M1 • Finalise mockups for M1 • Discuss meeting times to another day • Finish Git pipeline setup • Do S2 task allocation • Set deadline for submission tomorrow
Discussions	<p>Profile page mockup:</p> <ul style="list-style-type: none"> • Add “History logs” button to profile page • Add “wanted item tags” to profile page • Add “Postcode” into profile page <p>Personas to include:</p> <ul style="list-style-type: none"> • Diverse devices to reflect the need • Make one persona dyslexic • Make one persona color blind <p>Meeting times:</p> <ul style="list-style-type: none"> • Make them 2 one hour meetings instead of one meeting

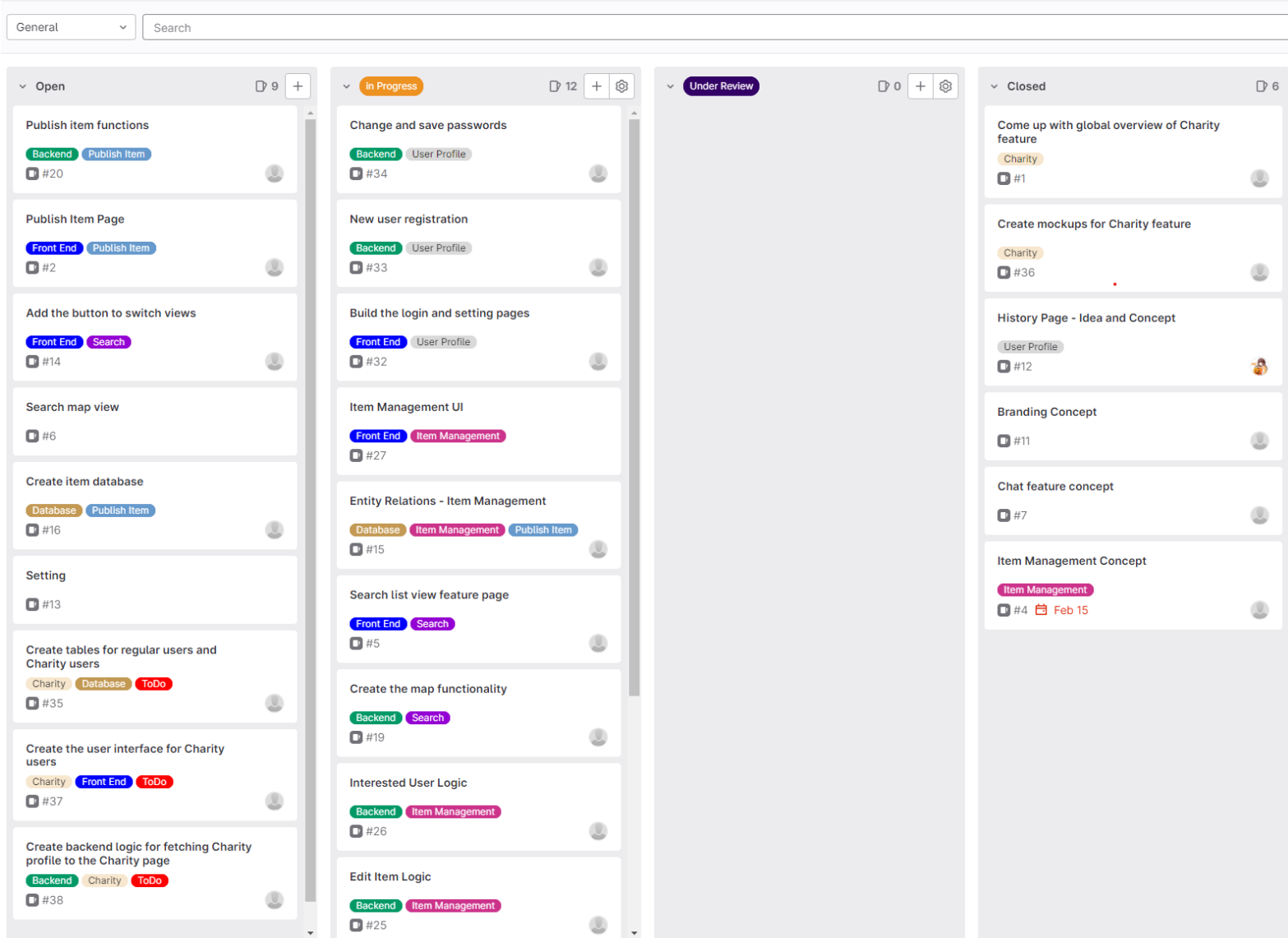
	<ul style="list-style-type: none"> • We start the new meeting next week <p>Working on pipeline</p> <p>Kanban cards:</p> <ul style="list-style-type: none"> • Figuring out labels <p>S2 task assignments</p>
Decisions made	<p>Mockups:</p> <ul style="list-style-type: none"> • Add the things listed above • Try to make your mockup as consistent in theme as the overall palette <p>Personas:</p> <ul style="list-style-type: none"> • Make sure we have some personas with disabilities • Everyone should diversify their personas device usage • Changed the two old personas preferring laptop • Modify Yomu's persona to make it the charity member based in the UK • We are keeping our 7 personas with the modification <p>New meetings schedule:</p> <ul style="list-style-type: none"> • Tuesday at 18:00 to 19:00 • Thursday at 11:00 to 12:00 <p>Pipeline line is ready</p> <p>Kanban cards:</p> <ul style="list-style-type: none"> • Everyone should make a label for their feature • Make 3 (or more) kanban cards for your feature with its label • Have 3 labels: "front-end", "back-end", "database" • Assign yourself to those cards <p>S2 tasks assignments:</p> <ul style="list-style-type: none"> • Continue with your features in S2 <ul style="list-style-type: none"> ○ Log in, log out, profile & settings (Yumo) ○ User history (Yihong) ○ Search features (Mohammed) ○ Publish item and Donation page (Catrin) ○ Item list and item management (Manni)

	<ul style="list-style-type: none"> ○ Chat (Daniel) ○ Charity features (Hugo) <p>Task Allocation for M1 submission:</p> <ul style="list-style-type: none"> • Ranking Table, Add more stuff Charity mockup (Hugo) • Description (Manni) • CI pipeline (Catrin) • Mockup, add button (Yumo) • Persona modification (Mohammed) <p><i>Write “finished” in your figma file name so Daniel knows he can export.</i></p> <p>Deadline to finish work is Wednesday, the 22nd, at 12:00 (Daniel submit)</p>
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6. Task allocation and planning

6.1. Kanban board

Team Projects 2022-23 > team27-22 > Issue Boards



Picture 6.1. Kanban board with 4 lists (Open, In Progress, Under Review and Closed)

6.2. Scheduling and Milestones

Team Projects 2022-23 > team27-22 > Milestones

Due soon ▾

New milestone

Open 3

Closed 0

All 3

Milestone 1 - Ideation

Feb 6, 2023–Feb 22, 2023

Open Team Projects 2022-23 / team27-22

4 Issues · 0 Merge requests
100% complete

Close Milestone

Milestone 2 - “MVP”

Feb 22, 2023–Mar 15, 2023

Open Team Projects 2022-23 / team27-22

11 Issues · 0 Merge requests
0% complete

Close Milestone

Milestone 3 - “iterative development”

Mar 15, 2023–May 3, 2023

Upcoming Team Projects 2022-23 / team27-22

1 Issue · 0 Merge requests
0% complete

Close Milestone

Picture 6.1. Listview of milestones to keep track of the progress